Decryption – Lets you spend omni-gel to override security systems to open doors or containers. Ultimately, it activates Sabotage, which quickly disables enemy weapons in combat.

Hacking – Increases the recharge speed of your tech proximity mines. Ultimately, it activates AI (artificial intelligence) Hacking abilities, which let you control the AI of robotic enemies so they attack everyone around them, including each other.

Electronics – Increases shield strength and lets you bypass the security systems of some locked objects. It also activates use of Overload, which damages or disables enemy shields in combat.

Biotic Talents

Throw – Generates a biotic field that throws objects within range.

Lift – Generates a biotic field that lifts objects into the air.

Warp – Generates a biotic field that slowly tears apart any object it hits, doing damage and temporarily reducing armor effectiveness.

Singularity – Generates a biotic field that causes objects to fly and violently smash into each other.

Barrier – Generates a biotic field that absorbs weapons fire.

Stasis – Generates a biotic field that surrounds and isolates any object it touches, preventing enemies from moving or attacking, but also blocking you from dealing them damage.

Additional Talents

Charm – Increases Charm options in conversation, and decreases the credits needed when purchasing items in stores.

Intimidate – Increases Intimidate options in conversation, and increases credits gained when selling items in stores.

Class Talents

Certain talents are inherent to each character class:

Soldier – Improves health and health regeneration.

Engineer – Reduces recharge time of tech abilities and increases tech resistance.

Adept – Reduces recharge time of biotic abilities and increases biotic resistance.

Infiltrator – Increases damage delivered by tech mines and reduces overheating of sniper rifles and pistols.

Sentinel – Reduces recharge time of tech and biotic abilities, increases damage and accuracy of pistols, and grants Marksman ability.

Vanguard – Increases biotic resistance and damage of shotguns and pistols.